

Avatar

Avatar A sophisticated and flexible avatar component designed to display user profiles, status indicators, and visual representations with support for images, text labels, badges, and animated gradient borders. Perfect for user interfaces, chat applications, social platforms, and any system requiring user identification and status display.

How to use ■ import { AavaAvatarsComponent } from "@aava/play-core" ; Basic Usage ■ The most basic implementation with default settings and image support.

Avatar Sizes ■ Seven distinct sizes to suit different design requirements and use cases.

Available Sizes ■ xxs (Ultra Small) : Very compact size for extremely dense layouts xs (Extra Small) : Compact size for dense layouts and lists sm (Small) : Small size for compact interfaces md (Medium) : Standard size for most use cases lg (Large) : Large size for prominent content (default) xl (Extra Large) : Extra large size for emphasis and accessibility xxl (Ultra Large) : Maximum size for hero sections and special emphasis

Avatar Shapes ■ Two shape variants to match different design systems and preferences.

Shape Features ■ Pill : Circular shape with smooth rounded corners Square : Modern square shape with subtle border radius

Responsive : Border radius adapts to size for optimal appearance

Badge Integration ■ Seamless integration with badge components for notifications and status indicators.

Badge Features ■ Status Badges : Visual indicators for online/offline status

Count Badges : Numeric indicators for notifications

Custom States : Support for various badge states and colors

Positioning : Automatic positioning at top-right corner

Responsive : Badge size adapts to avatar size

Text Labels ■ Support for both status and profile text labels with flexible positioning.

Text Label Features ■ Status Text : Small text for status indicators

Profile Text : Larger text for user names or titles

Dual Support : Can display both status and profile text simultaneously

Typography : Different font sizes for hierarchy

Alignment : Proper alignment with avatar element

Avatar Initials ■ Avatar can also support text-based initials

Initials Features ■ Custom Initials : Allow developers to provide initials directly

Background Colors : Configurable solid backgrounds

Text Styling : Adjustable font size, weight, and color for initials visibility.

Size Variants : Support for sm, md, lg (and more) to fit different UI contexts.

Accessibility Features ■ Screen Reader Support : Proper ARIA labels and descriptions

Focus Indicators : Clear visual focus indicators

High Contrast : Enhanced visibility in high contrast mode

Reduced Motion : Respects user motion preferences

Alt Text : Support for image alternative text

API Reference ■ Inputs ■ Property Type Description

size 'xxs' | 'xs' | 'sm' | 'md' | 'lg' | 'xl' | 'xxl'

Size of the avatar component shape 'pill' | 'square'

Shape variant of the avatar image

url string URL of the avatar image

statusText string Small text for status indicators

profileText string Larger text for user names or titles

badgeState BadgeState State of the badge component

badgeSize BadgeSize Size of the badge component

badgeCount number Numeric value for count badges

additionalText string Additional text label for extra information

initials string Initials shown in avatar

initialsBackground string Background color for initials

initialsColor string Text color for initials

customStyles Record<string, string> CSS custom properties override CSS

Custom Properties ■ Property Default Description --avatar-size-us Dynamic Ultra small avatar size --avatar-size-xs

Dynamic Extra small avatar size --avatar-size-sm Dynamic Small avatar size --avatar-size-md Dynamic Medium avatar size --avatar-size-lg Dynamic Large avatar size --avatar-size-xl Dynamic Extra large avatar size --avatar-size-ul Dynamic Ultra large avatar size --avatar-border-radius Dynamic Border radius for avatar shapes --avatar-border-radius-us Dynamic Border radius for ultra small size --avatar-border-radius-xs Dynamic Border radius for extra small size --avatar-border-radius-sm Dynamic Border radius for small size --avatar-border-radius-md Dynamic Border radius for medium size --avatar-border-radius-lg Dynamic Border radius for large size --avatar-border-radius-xl Dynamic Border radius for extra large size --avatar-border-radius-ul Dynamic Border radius for ultra large size

Accessibility Guidelines

- **Screen Reader Support**
- Provide meaningful alt text for avatar images
- Use descriptive labels for avatar purposes
- Include context about user status and information

Visual Design

- Ensure avatar images meet minimum size requirements
- Provide clear visual distinction between different states
- Support high contrast and reduced motion preferences
- Use consistent sizing and spacing across the interface

Best Practices

- **Design Guidelines**
- **Appropriate Sizing** : Choose sizes based on context and importance
- **Ultra Small/Extra Small** : Use for extremely dense layouts, data tables, and compact interfaces
- **Small/Medium** : Use for standard layouts, navigation, and user lists
- **Large** : Use for featured content, profile headers, and important user information
- **Extra Large/Ultra Large** : Use for hero sections, prominent displays, and accessibility emphasis

Consistent Shapes : Use consistent shapes within the same interface

Clear Hierarchy : Use size and styling to indicate importance

Status Clarity : Make status indicators clear and unambiguous

Image Quality : Use high-quality, properly sized images

Performance

- **Image Optimization** : Optimize avatar images for web delivery
- **Lazy Loading** : Implement lazy loading for avatar images
- **Caching** : Cache frequently used avatar images
- **Animation Performance** : Use hardware-accelerated animations
- **Bundle Optimization** : Import only needed avatar features

User Experience

- **Loading States** : Provide loading indicators for remote images
- **Fallback Handling** : Implement graceful fallbacks for missing images
- **Consistent Behavior** : Maintain consistent behavior across avatar types
- **Responsive Design** : Ensure avatars work well on all screen sizes
- **Touch Targets** : Ensure adequate touch target sizes for mobile

Implementation Considerations

- **Image Management** : Implement proper image loading and error handling
- **State Management** : Properly manage avatar states in your application
- **Accessibility** : Ensure all avatar features are accessible
- **Theming** : Use CSS custom properties for consistent theming
- **Testing** : Test avatars across different devices and browsers

Accessibility Implementation

- **Semantic HTML** : Use proper HTML structure for avatar elements

ARIA Attributes : Implement appropriate ARIA labels and roles

Focus Management : Ensure logical focus order and indicators

Screen Reader Testing : Test with actual screen readers

Keyboard Testing : Verify complete keyboard navigation flow

```
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  size="lg"
  shape="pill"
  imageUrl="assets/1.svg"
  altText="User avatar"
>
</aava-avatars>

<aava-avatars
  size="xxs"
  shape="pill"
  imageUrl="assets/1.svg"
  altText="Ultra Small avatar"
>
</aava-avatars>
<aava-avatars
  size="sm"
  shape="pill"
  imageUrl="assets/1.svg"
  altText="Small avatar"
>
</aava-avatars>
<aava-avatars
  size="md"
  shape="pill"
  imageUrl="assets/1.svg"
  altText="Medium avatar"
>
</aava-avatars>
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  size="lg"
  shape="pill"
  imageUrl="assets/1.svg"
  altText="Large avatar"
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</aava-avatars>
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  imageUrl="assets/1.svg"
  altText="Extra Large avatar"
>
</aava-avatars>
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  imageUrl="assets/1.svg"
  altText="Ultra Large avatar"
>
</aava-avatars>
```

```
<aava-avatars
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  altText="Pill shape avatar"
>
</aava-avatars>
<aava-avatars
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</aava-avatars>
```

```
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  altText="Avatar with status badge"
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</aava-avatars>
<aava-avatars
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</aava-avatars>
<aava-avatars
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  badgeSize="small"
  [badgeCount]="12"
  altText="Avatar with notification badge"
>
</aava-avatars>
```

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